# [Insert title of invention]System for object cloning and state synchronization across a network node tree.

# Abstract

The invention is a network node tree where a root node computer at the top of the network node tree has one or more branch node computers or leaf node computers maintaining a network connection to it at any given time. Each branch node computer may have one or more branch node computers or leaf node computers maintaining a network connection to it at any given time, thereby forming a network node tree starting at the top with the root node computer. In the network node tree a set of distributable objects, whose origination resides on the root node computer, are cloned and dispatched to descendant branch node computers and descendant leaf node computers. If a change is made to the "state" of a distributable object on the root node computer, that change is reflected throughout the entire network node tree to the corresponding cloned distributable object residing on each descendant branch node computer and descendant leaf node computer.